

SEGA

GENESIS[®]

INSTRUCTION MANUAL



1844

SONIC SD BLAST™



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

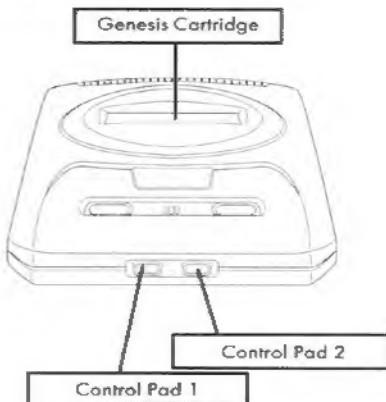
HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

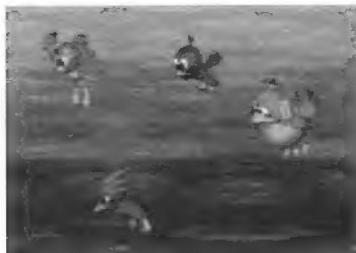
STARTING UP

- 1 Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
- 2 Make sure the power switch is OFF. Then insert the *Sonic 3D Blast* cartridge into the console.
- 3 Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
- 4 If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
- 5 Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



FLICKY ISLAND UNDER SIEGE!



Sonic and his friends are off to visit the mysterious Flicky Island. According to legend, the island contains precious gems - among them the Chaos Emeralds. Sonic must find the

Flickies, mysterious little birds who hold the key to finding the gems. Flickies are rarely seen, and it is said that their existence is tied closely to the location of the Chaos Emeralds.

Meanwhile, Dr. Robotnik has hatched a new scheme. His target this time is Flicky Island. He has detected the presence of the Chaos Emeralds on the island. Upon arriving there, Robotnik immediately starts setting up intruder defenses, and begins building the robots he loves so much. But Robotnik needs to find the Flickies to place inside his machines. Suddenly, in the distance he sees a bright shining Dimension Ring appear. A flock of Flickies fly out of the ring, perch on a tree branch, pick up some food, and then disappear into the Dimension Ring. "So they live in another dimension, do they? Hah! I've found the secret of the Flickies!"



time, Robotnik develops a new device: the Dimension Ring Generator. He captures Flickies from the Flicky dimension using his new device, and begins turning them into robots. Later on, Sonic and his friends arrive at Flicky Island, and find the place in pandemonium.

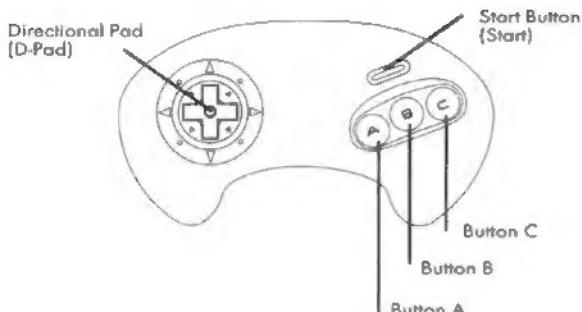
Sonic sees the crazed doctor busily placing the Flickies into his robot shells. "Robotnik!" Sonic yells.



"Sonic? Again? Well, no matter. With the robots I've created using the Flickies, you'll never be able to stop me! At last I'll be free to

find all the Chaos Emeralds and rule the world!" Sonic realizes that he must save the Flickies by freeing them from their robotic prisons and sending them back into the Flicky dimension. More importantly, Robotnik must not be allowed to find the Chaos Emeralds first. Time to go, Sonic!

TAKE CONTROL!



Directional Pad (D-Pad)

- Cycles through pregame options
- Guides Sonic

Start Button (Start)

- Opens Title screen
- Enters/exits Option screens
- Pauses game/resumes paused game

Buttons A and C

- Plays BGM (background music) or SFX (sound effects)
- Selects setting A or B in the Control Option screen
- Makes Sonic jump
- Makes Sonic perform the Blast Attack (when using the Gold Shield)

Button B

- Stops BGM (background music) or SFX (sound effects) in the Sound Test Option screen
- Selects setting A or B in the Control Option screen
- Makes Sonic perform the Sonic Spin Dash

Note: Buttons X, Y, and Z on the six button Control Pad have no functions in this game.

PREGAME SCREENS/OPTIONS



After the Sega and Travellers Tales logos appear, a short introduction begins, followed by the *Sonic 3D Blast* Title screen. In a few moments a game demo begins. Press Start at any time to return to the Title screen.



Press Start at the Title screen to see your options. Enter and Exit the CONTROL and SOUND TEST options screens by pressing Start.

CONTROL

Set the game controls in CONTROL. Press the D-Pad up or down to toggle between the two settings, and press Button A, B or C to select.

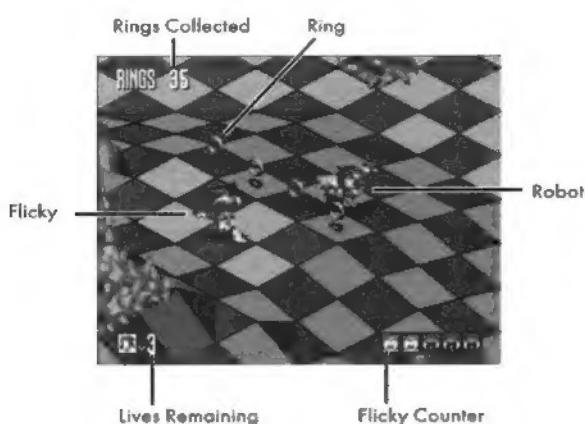
SOUND TEST

Listen to the music and sound effects in the SOUND TEST. Button A or C starts the BGM/SFX, Button B stops it.

START

Select this option and press Start to begin the game.

SCREEN SIGNALS



Jump on or Spin Dash into a robot to break it open and release the Flicky inside.

Free a Flicky and run past it to attract its attention. The Flicky then follows you obediently. Keep an eye on the Flickies Sonic has collected – they have a tendency to scatter when they or Sonic are hit by enemies.

Collect Rings to increase your score and to gain entrance to the Knuckles and Tails Bonus Stages.

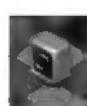
The number of Sonic's remaining Lives is shown at the bottom left corner of the screen.

The number of Flickies to rescue is shown at the bottom right corner of the screen. If the Flicky indicator is lit, the Flicky has already been found.

RINGS, SPRINGS AND OTHER THINGS

The Flickies' pleasant island has been changed into a danger-filled maze. Sonic must find his way through this mayhem in order to free his Flicky friends and stop Robotnik from getting his mitts on the Chaos Emeralds. There are many items Sonic may come across in his adventure, so take a look at the items below to help Sonic out.

RINGS



Collect Rings to protect Sonic from Robotnik's traps, gain access to the Knuckles or Tails Bonus Stages (to find Chaos Emeralds) and gain Bonus Points at the end of each Act. Remember, Sonic needs to collect at least 50 Rings to enter the Bonus Stages.

SHIELDS



There are three kinds of Shields to be found on Flicky Island. The Blue Shield protects Sonic against regular and electrical damage, the Red Shield protects against both regular and fire damage, and the Gold Shield gives Sonic the power to use the Blast Attack as well as protecting him from enemy attacks.

SONIC ICONS/EXTRA LIVES



Collect ten Sonic icons to gain a Continuel Look for icons above you when bouncing on Springs. Extra Lives can be found inside TVs and gained in the Knuckles or Tails Bonus Stages (if you've already gained all seven Chaos Emeralds).

SONIC BLAST ATTACK



Take on all comers! Press Button A or C to jump, and press either button again in midair to home in on enemies. Sonic needs to find the Gold Shield first to use the Blast Attack.

SPRINGS AND TRANSPORTS



Use springs to jump from one place to another and collect 100 Rings or Sonic icons for extra lives! Transports move Sonic up and down levels. Try the Spin Dash to activate transports.



CHAOS EMERALDS

SONIC GOT ALL
THE CHAOS EMERALDS

0 0 0 0 0 0 0

SCORE 45500
RING POINTS 800
CHAMPS POINTS 200

Dr. Robotnik wants to use the power of the Chaos Emeralds to gain control over the world. The only way to stop him is by racing to the Emeralds first! Once you have collected 50 or more Rings, look around for Tails or Knuckles, who can transport you to the Bonus Stage, where the Chaos Emeralds can be found.

DIMENSION RINGS



At certain points on Flicky Island, Sonic can find Dimension Rings, the doorways to the Flicky Dimension. Jump and grab the red area of the Dimension Ring whenever Sonic has Flickies following him. The Dimension Rings take the Flickies out of the hands of the fiendish Dr. Robotnik and get them safely back into the Flicky Dimension!

FICKY ISLAND

Dr. Robotnik has made quite a mess of things! The once-peaceful Flicky Island is now inhabited by vicious robots and fiendish traps designed to stop Sonic! Release the Flickies from the robots and get them back to their own dimension, dodge the traps, find the secret passageways leading to helpful items, collect all the Chaos Emeralds, defeat Dr. Robotnik and above all - HAVE A GOOD TIME!

Green Grove Zone



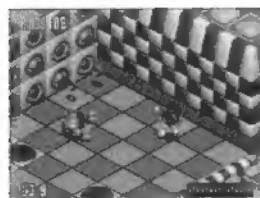
The hills are alive with the sound of camshafts, engines, and various other machinery. The Flickies have been turned into nasty robots, and it's up to you to guide Sonic through the Green Grove Zone!

Rusty Ruin Zone



The ruins of the fabled continent of Atlantis were brought up from the depths when Flicky Island was created. Robotnik has fitted the ancient booby traps with modern machinery, making them more dangerous than ever!

Spring Stadium Zone



This area is a crazy funhouse of pinball cushions and bumpers, springs and not-so-friendly spike traps. Hone your jumping and bouncing skills here.

Diamond Dust Zone



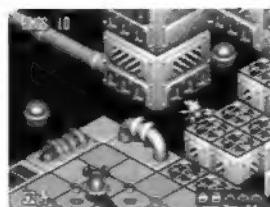
Did you bring your Sonic snowboard? The snowy mountains of Flicky Island are filled with icy snowblowers, frozen paths and rivers of slush. Watch out for snow-spitting snowmen and uncover snowy Springs to make your way through this Zone.

Volcano Valley Zone



Quite a change from the cool slopes of Diamond Dust! Leap the lava beds and go with the flow! Use the Sonic Spin Dash to activate the elevators, and keep an eye out for Fire shields to save Sonic from suffering a hot foot!

Gene Gadget Zone



This mixed-up mecha-zone is chock full of pipes, tubes and wiring. Not to mention electrified floors, shocking beam weapons, and industrial fans that will blow Sonic away!

Panic Puppet Zone



Looks like Robotnik hasn't even had time to place the Flickies into the robots here. Sonic must be catching up to that evil genius! Bounce on the containers to free the Flickies inside, and make sure to avoid the bubble guns infesting the area.

GAME OVER/CONTINUE

The game starts with three Sonic Lives – but no Continues. Gain Continues (with three Sonic Lives per Continue) by collecting ten Sonic Icons. You can also gain Lives by finding the Sonic 1-UP item.

If Sonic loses all his Lives, a timer appears. Press Start before the timer reaches zero to continue where Sonic left off (you resume play at the beginning of the Stage you were previously playing).

STRATEGIES FOR FLICKY ISLAND

- Press Button B on an uneven surface or while running to perform the Sonic Slow Roll. This keeps you moving in a straight line even on angled surfaces. Use the Slow Roll to collect Rings when walking is too difficult, or when avoiding dangerous obstacles.
- If you want to regain control of Sonic on icy surfaces, simply jump up and land in place. All momentum disappears when Sonic lands.
- Don't take chances when liberating Flickies from the robot shells. The easiest and safest way of rescuing the Flickies is by performing the Sonic Spin Dash to crack open the robots.
- It may seem obvious, but watch where Sonic is going. There's danger around every corner, and a little too much speed can lead to a big tragedy!
- Look for hidden doorways and secret passages throughout Flicky Island. Extra Lives, Shields, Rings, and Sonic's pals Knuckles and Tails can be found if Sonic looks hard enough.

CREDITS

SOA Marketing

Product Managers: Chrissie Kremer, Eric Dunstan
Kristin McCloskey

Product Specialist: Mark Subotnick

Package/Manual Design: Arvin Carlson, Bob Schonfisch
Eileen Sacman

Package Illustration: Garrett Honn

Development

Producers: Manny Granillo, Mike Wallis

Lead Testers: Nicole Tatem, Fernando Valderrama

Assistant Lead Testers: Ian McGuinness, Jason Bartholomew
Mike McCollum

Testers: Lloyd Kinoshita, Lou DiSimone,
Ben Rubright, Dennis Lee, Pedro Ponce,
Mike Dobbins, Mark McCunney,
Marcus Montgomery, Andrew Byrne,
Dennis Cheng, Jesse Caceres,
Anthony Gomez, Rodric Hong,
Karen Brown

Travellers Tales

Program Design and Implementation:	Jon Burton
Head Artist:	James Cunliffe
Programmer:	Jon Burton
Background Artist:	James Cunliffe
3D Models and Animation:	James Cunliffe, Neil Allen, Dave Burton, Will Thompson, Jon Rashid
Sonic Animation:	Dave Burton
Bonus Game Implementation:	Dave Dootson
Additional Programs:	Dave Dootson, Gary Vine, Neil Harding
Project Management:	Jon Burton

SOJ

Senior Producer:	Yutaka Sugano
Producers:	Yoji Ishii, Takashi Izuka
Executive Producer:	Shoichiro Irimajiri
Head Designer:	Takao Miyoshi
Game Concept Design:	Kats Sato, Takao Miyoshi, Kenji Ono, Takashi Izuka
Playfield Design:	Takao Miyoshi, Hirokozu Yasuhara
3D Modeling:	Toshiyuki Mukaiyama
Music and Sound Effects:	Tatsuyuki Maeda, Jun Senoue, Masaru Setsuharu, Seiroh Okamoto

SOE

Producers:	Kazutoshi Miyake, Kats Sato
Lead Tester:	Jason Cumberbatch
Assistant Lead Testers:	John Murphy, Dave Thompson
Technical Support:	Colin Carter
SOE Marketing:	Andy Mae, Jo Bladen, Mark Maslowicz

NOTES

©SEGA